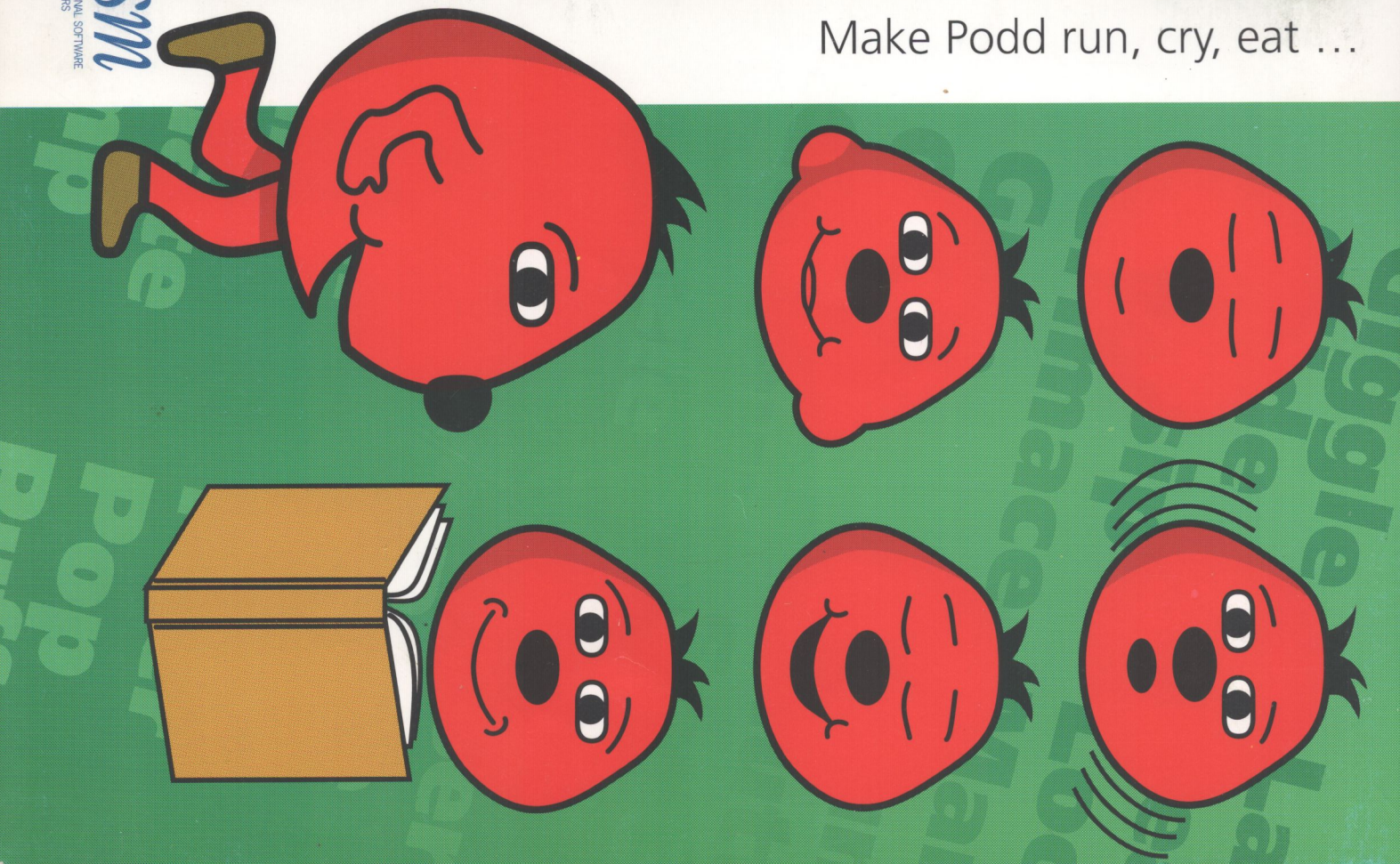
esm
EDUCATIONAL SOFTWARE PUBLISHERS

Podd

Make Podd run, cry, eat ...



Podd

Podd
Copyright Living & Learning (Cambridge) Ltd 1984
First published by ASK Ltd, 1984
Concept Keyboard Podd
Copyright Living & Learning (Cambridge) Ltd 1988
First published in 1988

Published by ESM
Duke Street, Wisbech, Cambridgeshire, PE13 2AE.

ESM would like to thank Mike Blamires and Redbridge SEMERC for their help, advice and encouragement during the development of Concept Keyboard Podd.

Podd Activities are available on 30 days free trial. To evaluate these in your classroom write to ESM, Duke Street, Wisbech, Cambs PE13 2AE.

All software and material in this package are copyright. No copies of the software or materials may be made for any reason whatsoever without the express written permission of the publisher. The Concept Keyboard overlays contained in this pack may be copied for use in the purchasing school home or college only.

Contents

Introduction 4

Getting Started 6

Game 1 6
Game 2 7

Activities with Podd 8

Podd's Actions 14

How to Load the Program 15

BBC 15
RM Nimbus & PC Compatibles 15
Apple II 16

Podd with a Concept Keyboard 18

How to get started 18
Activities 19
Making overlays 24
Making a work disc 24
Using the Overlay Editor 24

Podd with Switches 27

How to get started 27
The List Editor 28
The Switch Editor 30
Activities 31

There are several different versions of Podd, available for different computers. This guide covers all the different versions, including Concept Keyboard Podd which is only available for the Acorn BBC computer.

Introduction

Children learn through play and by experimenting with their world. As children begin to learn to control their environment, they discover the most powerful method of self-expression and control: language.

Podd uses the power of play, especially trial and error, to promote language development. Children are motivated by Podd to try out new words to see if 'Podd can...' This encourages them to draw on vocabulary they already have, and stimulates them to search for new words. Podd knows over 100 verbs, some of which are synonyms which can serve as clues for discovering other words.

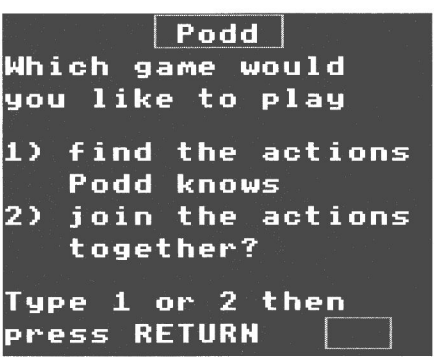
Podd only knows verbs which do not have objects. Podd can jump or hop, but cannot ride a bike or read a book. Once introduced to Podd, children will delight in thinking up new words to try out. They can also be encouraged to refer to a dictionary or even a thesaurus to find other words they might try.

If children become frustrated, suggesting other words to try will open up new areas to explore. For example, if children have tried 'laugh' a discussion about other words with similar meanings could lead the group to try 'giggle', 'chortle', 'guffaw', and 'smirk'. Discussing the differences between these words will stimulate the child's language development.

Podd requires children to be accurate when typing words into the computer. Podd does not recognise actions if they are mis-spelt. It may be best for children to write down the words that they wish to try before typing them into the computer.

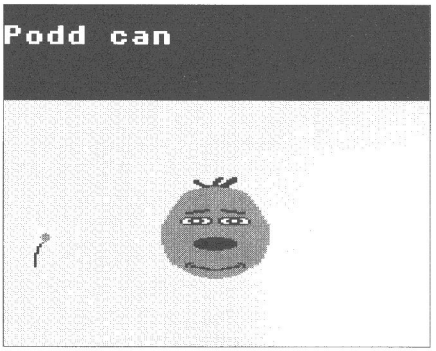
The program is targeted at children in years 1 to 4 and can also be effective when used in special educational settings. To support the work that this program can stimulate, there is also a book of Podd Activities with 52 photocopiable worksheets suggesting ideas for word games, writing, story-telling, number work and model-making.

Podd has two key games to choose from. To select a game, type 1 or 2 and press the RETURN key. Start with Game 1.



Game 1

Podd performs single actions. First, Podd appears with the words 'Podd can...'



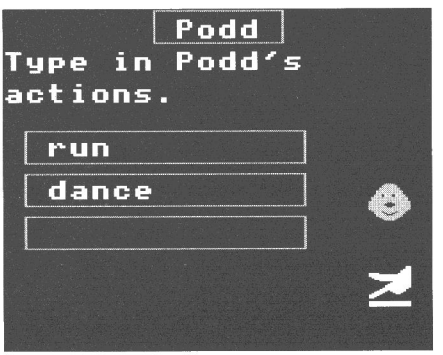
Think of something you would like Podd to do. When you have decided type the word, press the RETURN key and see what happens.

If Podd knows the word, the action is performed and Podd is ready for the next word. Once again, 'Podd can...' appears at the top of the screen. If you a word that Podd doesn't know, the words, 'Oh no I can't!' appear under the first sentence. The SPACE BAR symbol appears at the same time. Press the SPACE BAR. Podd appears again with the words, 'Podd can...', so you can try another word.

When you want to try Game 2, press the ESCAPE key to go back to the game selection menu.

Game 2

Podd can do several actions, one after another. Type in the number of actions that you would like Podd to do (2–5) and press the RETURN key.



Type a word into the first box and press the RETURN key. If Podd knows the word, a little smiling face and the SPACE BAR symbol appear. Press the SPACE BAR. Type in the next word and press RETURN. If Podd doesn't know the word, the message 'I do not know that word!' appears at the top of the screen. The SPACE BAR symbol appears at the same time. Press the SPACE BAR and try another word.

Remember to press the RETURN key after each word. When you have filled in all the boxes, press the SPACE BAR, sit back and let Podd perform for you.

At the end of the sequence, the SPACE BAR symbol will appear. When you press the SPACE BAR, you will be taken back to the main menu.

Special keys and messages

Use the RETURN key to enter responses

Use the ESCAPE key or CONTROL-E to go back to the beginning of a game.

Use the DELETE key to erase anything just typed.

Press the SPACEBAR key to go on with the program.

Activities with Podd

Find Podd's actions

Clearly, a central activity is to see how many of Podd's actions children can find. They should be encouraged to write down all the words that they identify.

Some children may not be clear what an action word is. A worksheet like the one below might be useful to practise identifying the difference between verbs and other words.

Circle the action verbs:

run	red	eat	hungry	jump	you	boy
hide	clock	brown	laugh	sit	free	

Circle the action verbs in these sentences:

Podd ran by the dog.

Podd shivers when it is cold.

Podd could fly.

Podd giggles when the frog leaps.

When children become frustrated, introduce them to a word that has a number of synonyms – 'walk' or 'laugh' for example. Discuss with the group other words that they might use to describe that action. Help the children to choose other words to use as a starting point.

Podd Can't ...

There are actions that Podd cannot do, particularly actions which have objects. For example, Podd can't ride a bike, catch a ball or read a book. This list can be as interesting as the list of actions he can do. Children enjoy finding things that Podd can't do, but they can! There are other actions that Podd cannot do, even though these actions do not have objects. This fact can produce some interesting discussion. For example, Podd cannot swim, hiccup, wash, write or drink – so what sort of creature might he be?

What spelling works?

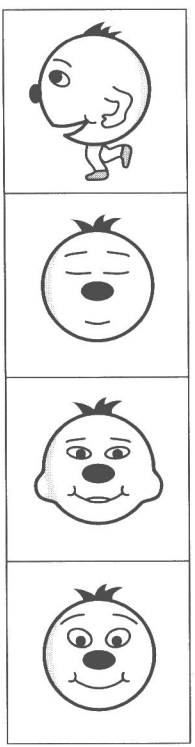
Podd will not work unless children spell the words correctly. A worksheet like the one below can be used to practise spelling. When the worksheet is completed, children can check their answers by trying them out on the computer.

Circle the correct spelling.			Can *Podd* do this?
bite	bight	biet	Yes No
sleap	slepe	sleep	Yes No
hover	haver	hovur	Yes No
liston	lissen	listen	Yes No
yawne	yaun	yawn	Yes No

What is Podd doing?

Using a worksheet such as the one below, children can either try on the computer the words in the word list and see what actions Podd produces, or they can predict which picture goes with which word and then use the computer to check whether they are correct.

Draw a line from Podd to the corresponding action(s).



race

chew

run

doze

eat

see

sleep

amble

watch

munch

observe

eat

march

slumber

The activities above use Game 1 of Podd, with individual actions. Using Game 2, children can learn to sequence, relate one activity to another and to build up simple stories.

Podd comic strips

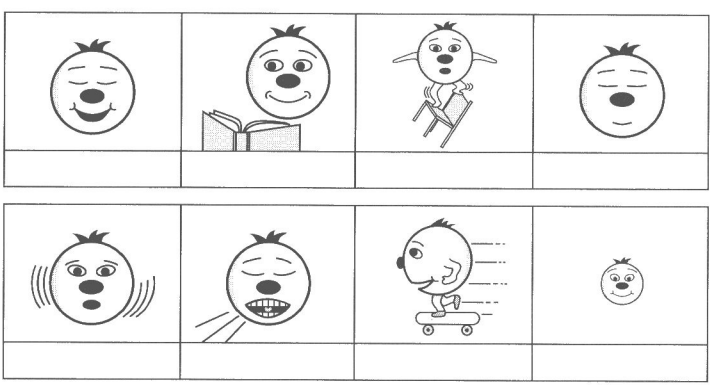
Children will enjoy adding illustrations or text to simple comic strips like the one below. Usually you will find that they each choose different words to describe what Podd is doing. This can lead to interesting discussions about the shades of meaning that different verbs have.

Add pictures of *Podd* to the words in the 2 comic strips below.

laugh	smile	walk	fly

rebound	slumber	observe	leap

Add words to the pictures of *Podd* in the 2 comic strips below.



Once children are familiar with producing strips in this way, they can form a story. For example, Podd is walking along, sees a stream, jumps over it, and so on. They can enter the actions into the computer and see the animated effect of their sequence. They can also write down and draw the steps that fit in between and link their story together.

A wide range of activities and photocopiable sheets is available in the Podd Activities book published by ESM.

Podd's Actions

The 116 actions which Podd performs are listed below. They are provided for your use and not intended to be a reference for your children. The challenge to find all the words provides hours of valuable language work.

Podd can:

Agree	Dance	Guffaw	Puff	Speak
Amble	Dash	Guzzle		Splutter
Ascend	Descend		Quiver	Spring
	Devour	Hike		Sprint
Bawl	Disappear	Hop	Race	Sputter
Blow	Doze	Hover	Rebound	Stare
Blink	Drone	Hum	Regard	Step
Blubber			Rest	Stroll
Blush	Eat	Inflate	Rise	Submerge
Boogie	Enlarge		Run	Swell
Bounce	Expand	Jump		
Bound	Explode		Saunter	Talk
Breathe		Laugh	Scowl	Tread
Bulge	Feed	Leap	Scrunch	
Burst	Flap	Look	Shake	Vanish
Buzz	Flush		Shiver	Vibrate
	Flutter	March	Sink	
Caper	Fly	Munch	Sleep	Walk
Cavort	Frown	Mutter	Slumber	Waver
Champ			Smell	Weep
Chatter	Gallop	Nod	Smile	Whistle
Chew	Gasp		Smirk	Wink
Chomp	Giggle	Observe	Sneeze	
Chortle	Glide		Sniff	Yawn
Chuckle	Gossip	Pace	Sniffle	
Colour	Grimace	Pant	Snooze	
Cough	Grin	Peer	Snore	
Cry	Grow	Pop	Sob	

In addition, on the Apple II, Podd can also:

Babble	Holler	Scream	Slide	Stretch
Fall	Jog	See	Soar	Watch

and spells colour 'color'.

How to load the program

BBC Model B, B+ and Master 128

To load Podd into the BBC B, Compact and Master computers, type the following:

- Press the SHIFT key
- While holding for SHIFT, tap BREAK and release it
- Release SHIFT

A logo will appear in a few seconds, followed by the main program.

If you wish to change the sound level of Podd, you can do so when you are in the program by pressing CTRL and S. Keep pressing these keys until you are happy with the volume produced.

RM Nimbus and PC Compatibles

To run the program, put the disc into the disc drive – drive A.

A: <ENTER>

PODD <ENTER>

<ENTER> refers to the Enter Key.

The program will now load and run. This will take a short time.

If you wish, you can install a system on this disc using the SYS command. Refer to your computer's User Manual if you want to do this.

If a system has been installed on the disc, Podd will load automatically when the computer is switched on or reset.

To turn the sound on and off, press CTRL and T at the main menu. You can then use the teacher's menu to turn the sound on or off.

APPLE II+, IIe, IIc, IIc+, IIGS

- ☐ Turn on the television or monitor.
- ☐ Insert the disc into the disc drive with the label facing up.
- ☐ Close the door to the disc drive.
- ☐ Turn on the computer. (The on-off switch is on the back left side of the computer).
- ☐ A red light will appear on the disc drive. If the disc drive light does not turn off in approximately 10 seconds, turn the Apple off and make sure your disc is placed correctly in the disc drive.
- ☐ A logo will appear on the screen, followed by the opening screen of the program.
- ☐ Follow the directions given in the program.
- ☐ If you wish to stop during the program, hold down the CTRL key and press E.
- ☐ To turn the sound on and off, press CTRL and T at the main menu. You can then use the teacher's menu to turn the sound on or off.

Turning off the system

- ☐ Remove the disc the disc drive and return it to its storage place.
- ☐ Turn off the computer.
- ☐ Turn off the television or monitor.

Apple II GS: Control Panel settings

To allow your Apple II GS to work properly with this software, certain Control Panel settings should be selected. The Apple II GS retains these settings after the power is turned off.

To use the Control Panel

- ☐ Turn on the Apple II GS and monitor.
- ☐ Enter the Control Panel main menu by holding down the CONTROL and OPTION keys, and then press RESET (the rectangular key located above the number keys). If your Apple II GS is in an Apple IIe case, use the closed-apple ( ) key instead of OPTION.

- ☐ Press the 1 key to enter the Control Panel.
- ☐ Use ↑ and ↓ to highlight the feature you want to change and press RETURN. Again use ↑ and ↓ to highlight a specific option and change it by using the ← and → keys.
- ☐ After you have finished making changes, select Quit .

To change the display

- ☐ Highlight **Display** and press RETURN.
- ☐ Set **Type** to **Color.**
- ☐ Set **Columns** to **40.**
- ☐ Set **Text** to **White.**
- ☐ Set **Background** to **Black.**
- ☐ Set **Border** to **Black.**
- ☐ Press RETURN to save the changes and to go back to the Control Panel.

To change the system speed

- ☐ Highlight **System Speed** and press RETURN.
- ☐ Set **System Speed** to **Normal.**
- ☐ Press RETURN to go back to the Control Panel.

To change the slots

- ☐ Highlight **Slots** and press RETURN.
- ☐ Set **Slot 1** to **Printer Port**. If you are using a printer card, select the slot number your printer cards is in.
- ☐ Set **Slot 6** to **Disc Port**, if you are using a 5.25" drive connected to the disk drive port.
- ☐ Set **Slot 6** to **Your Card**, if you are using a 5.25" drive connected to a controller card in Slot 6.
- ☐ Set **Startup Slot** to **Scan.**
- ☐ Press RETURN to go back to the Control Panel.

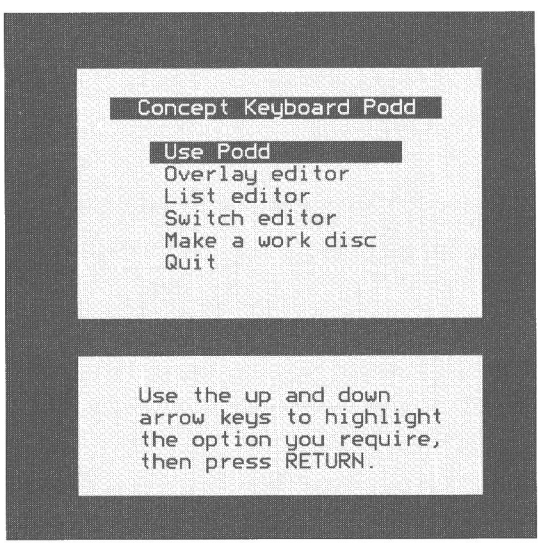
Podd with a Concept Keyboard

Using Podd with a Concept Keyboard extends the range of activities available and offers a flexible response suited to a wide range of pupils. Some overlays are included with this pack, six A3 overlays and nine A4 ones. They offer a small sample of the ideas that could be used with Podd and a Concept Keyboard. You can also use the Concept Keyboard as a switch. See the section on Podd with switches for more details.

How to get started

To try the software, put the disc into the disc drive, press and hold a Shift key and then tap BREAK.

The computer screen will clear and in a few seconds you will see a logo followed by the main menu.



If you want to use Podd, either with the computer keyboard or with a Concept Keyboard overlay, press Return when you have the 'Use Podd' option highlighted. At the next prompt, type N for 'no', to use the computer keyboard, or Y for 'yes' to use the Concept Keyboard.

When you have created your own Podd overlays, store these on a separate workdisc. CHANGE allows you to access these files. To explore the overlays provided, use the arrow keys and Return to choose the file for a particular Concept Keyboard overlay. You then have the option of making Podd do individual actions, or running them together in a sequence. Usually with the Concept Keyboard you will find that individual activities work best, so you will need to choose 1.

Pressing the Concept Keyboard will make Podd carry out the programmed actions.

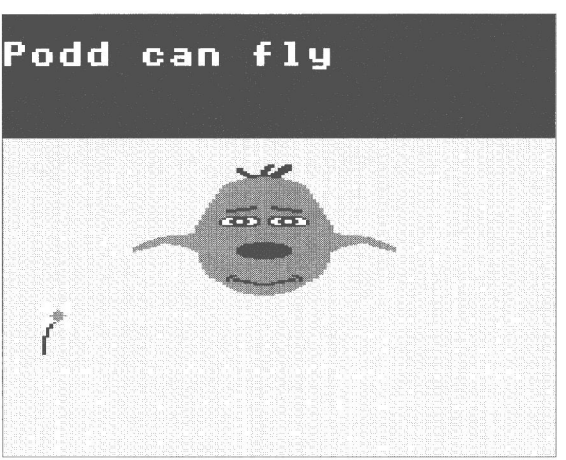
Activities

Always use a soft point pen when writing or drawing on a Concept Keyboard.

Can or Can't

Using overlays: Balloon, Bird

Children draw a ring around the actions labelled on the Concept Keyboard which Podd can do.



Matching

Using overlays: Blank

Children press on the Concept Keyboard to find out which area represents which action and then places either a picture of that action or the word for that action on the appropriate area.

Synonyms

Using overlays: Synonym, Syn2

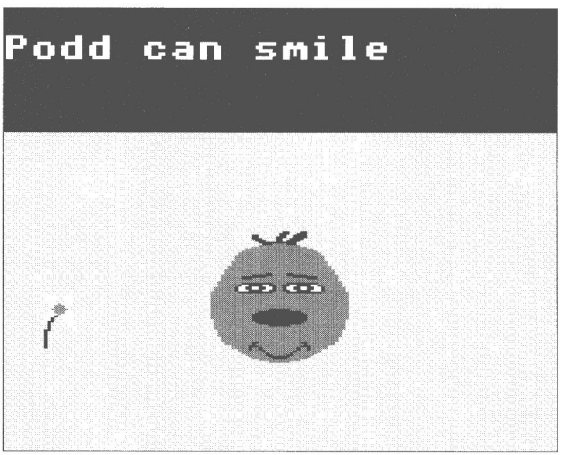
The overlays have a number of words corresponding to actions by Podd. Children can mark those words that have similar meanings, for example,

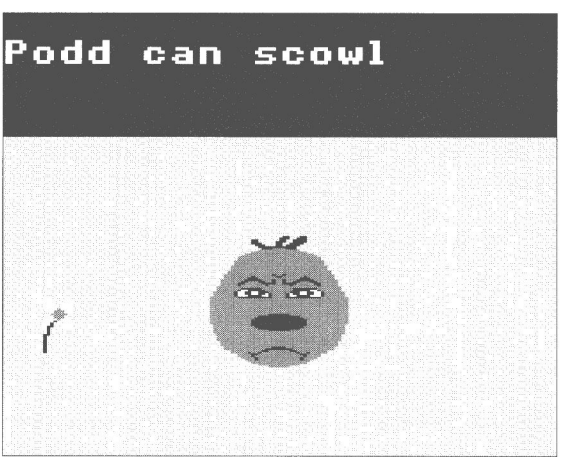
Podd can walk
Podd can amble
Podd can stroll

Opposites

Using overlay: Opposit

This overlay has words that give opposite Podd actions. Children can decide which words are opposites and then check their ideas with Podd.

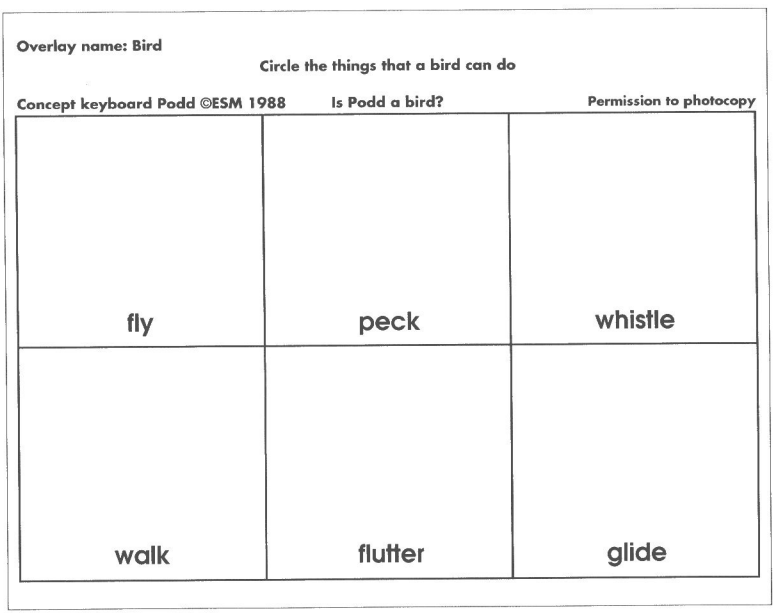




Concepts

Using overlays: Bird, Balloon

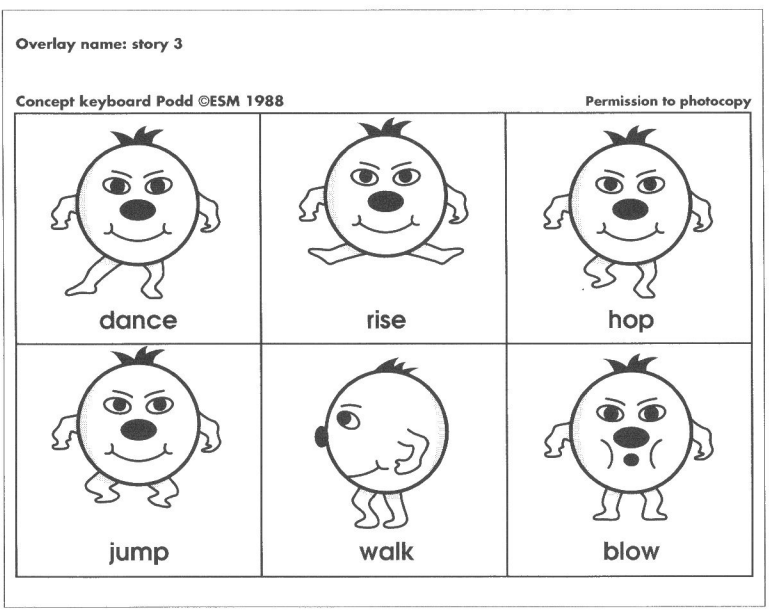
These overlays have a number of words for actions which Podd would be able to do if he were a bird or a balloon. Children can discuss what Podd would need to be able to perform if he were either a bird or a balloon.



Stories and problem solving

Using overlays: Story1, Story2, Story3

Children can tell a story using Podd's actions as they tell it. Providing the links between the actions encourages them to present their story logically, and to develop sequencing skills. Children can also use these overlays to work out which action Podd should take in certain situations, e.g. to cross a road or to hide.



Making overlays

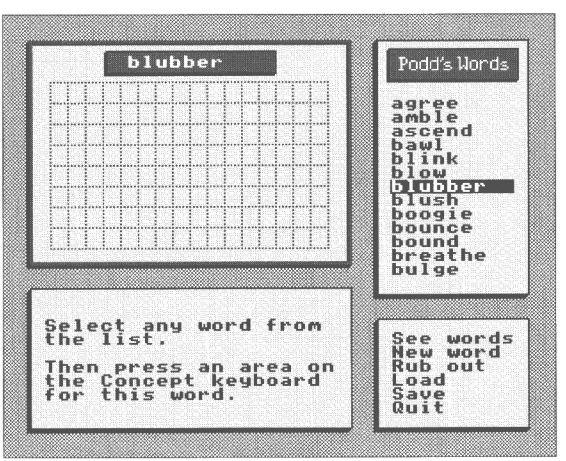
The samples provided will offer some ideas for activities for your own overlays. Other useful artwork and word game ideas can be found in the Podd Activities book. Make sure that your Concept Keyboard is plugged into the computer before you start and that you have a blank formatted disc to hand. You will need this to make a work disc to hold the information about the overlays you create.

Making a work disc

At the first screen choose 'Make a new work disc'. Take the Podd disc out of the disc drive and put the formatted disc in. You can then save files as you create them. It is best to reserve one work disc for your Podd overlays, though of course you can make additional work discs if you need them.

Using the Overlay Editor

When you choose this option from the main menu, you will see the following screen:



'Podd's Words' is a list of all the words Podd knows. The up and down arrows move the highlighter through the list . The area to the left of this is a diagram of the Concept Keyboard. To put a word on the Keyboard, highlight the word in 'Podd Words' list and press RETURN. The action will be written in the blue box above the picture of the Concept Keyboard. Pressing an area on the Concept Keyboard itself makes that key produce the corresponding action. You can choose to make a large area produce the action, or a smaller one, depending on the dexterity of the children and the amount you wish to include on an overlay.

As you build up the pattern of the overlay, you may need to use some of the other features of the editor, as described below.

See word

Once you have put a few actions onto the overlay it is difficult to see where each one is. If you choose this option a white square appears in the top left corner of the overlay, and the action that key produces is written in the blue box. To look at another key just press the key and the white square will move. If no action has been assigned to a key the word 'undefined' appears in the blue box. Press ESCAPE when you have finished.

New word

You may like to put actions that Podd can't do on the overlay. If you choose this option a flashing cursor will appear in the blue box. You can type in any word up to nine letters long. Press RETURN when you have typed the word and you can then put it onto the overlay as before. Press ESCAPE if you change your mind about putting on a new word.

Rub out

A white square appears in the overlay as if you had chosen 'See words'. The action associated with that key is written into the blue box. If you want to clear that key, simply press it. To clear a different key, press it once to see its action and then again to clear it. Press ESCAPE when you have finished.

Load

You may want to edit an old overlay or complete an overlay previously saved on your work disc. If you choose this option a list of the files on your disc appears in place of Podd's words. Use the arrow keys to highlight the file you want to load and press Return to load it. Press ESCAPE or SPACEBAR if you change your mind.

Save

Once you have made an overlay you must save it before you can use it with Podd. If you select this option you will be asked to type in an overlay name. The name can be up to seven letters long. Some names are not allowed as there are special files on your work disc with those names. If you type one in, you will be told that you have made a mistake and the file will not be saved.

If you discover that your work disc is full, you can use another work disc, or temporarily save the file on any other formatted disc.

To transfer a file from a temporary disc to a Podd work disc

Put in a work disc with some space on it, select 'Load' from the Overlay Editor screen, and wait for the overlay names to be displayed. Press the spacebar to return to the menu and press 'Load' again. This will load the temporary file into the computer. Then put the new work disc into the computer and press 'Save' to save the file.

Quit

Choose this option when you have finished. You must save any work first if you want to keep it. You will be asked to put the Podd disc back into the disc drive and will shortly see the main menu again.

How to get started

There are three ways in which switches can be used. Firstly you can use one switch to'scan' through a list of up to 21 action words. Each word appears on the screen for a preset time. When the action you want is displayed, you press the switch and Podd performs the action for the word.

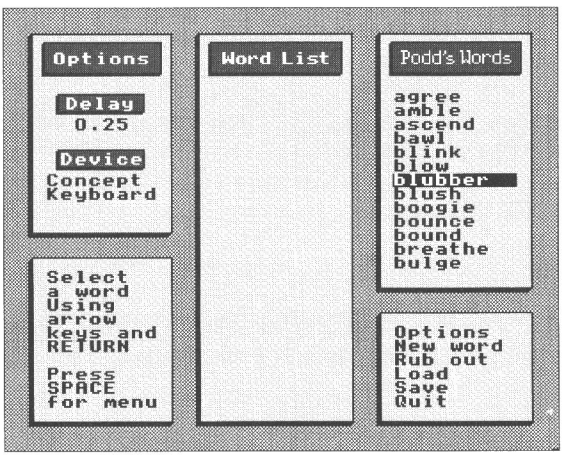
You can also scan a list using two switches. Each word stays on the screen until you press the 'Cycle' switch. When the word you want acted out is on screen, press the 'Select' switch to choose it.

The third way is to assign actions to up to ten switches. When you press a switch Podd will perform the action assigned to that switch.

There are no specific word lists prepared on this disc for use with switches. To prepare these, you need to use either the List Editor or the Switch Editor. Choose the List Editor if you want to program one or two switches, or to use the Concept Keyboard as a switch. The Switch Editor is for more than two switches.

The List Editor

This is accessed from the main menu. It will come up on screen as shown below:



There are five areas on the screen. You build up the list you want to use in the central area. As with the Concept Keyboard, you will need a work disc to store your word lists. See page 24 for 'Making a Work Disc'.

Making a list

As the List Editor comes on screen, one of Podd's actions is highlighted. Use the arrow keys to highlight the action you want. When the correct action is highlighted, press RETURN and that action will be put into the Word List. If any actions are there already, the new action will be highlighted. Each new action will appear at the bottom of the list. If you want to move a new action to another position in the list, use the arrow keys and press RETURN when the position is correct. You can only move the action in the list as you enter it.

To use the other features of the List Editor when the highlight is in 'Podd's Words' list, press the spacebar and the highlight will move down to the menu. Use the arrow keys and RETURN to choose a menu option.

Options

Choose this if you want to change the present delay or the switches that you are using. When you press RETURN, the delay is highlighted.

To alter the delay use the left and right arrow keys. Left decreases and right increases. The delay can be 'Manual' if you are using two switches, or 0.25, 0.5 or 1 to 60 seconds if you are using a single switch.

To change between Concept Keyboard and switches press the down arrow key to move the highlight to the current device. If you have set the delay to 'Manual' this will be either Concept Keyboard or 2 switch. If the delay is a number of seconds the device will be 1 switch or Concept Keyboard. You can change between switches and Concept Keyboard by pressing the left and right arrow keys.

If you want to change which switches are used, press the down arrow key again until the switch you want to change is highlighted. Then either press the switch that you want to use (assuming that it is plugged in!) or use the left and right arrow keys to change the switch number.

New word

You may like to put actions on the list that Podd can't do. If you choose this option a flashing cursor will appear at the bottom of the list. You can type in any word up to nine letters long. Press RETURN when you have typed the word and you can then move it around the list as before. Press ESCAPE if you change your mind about putting on a new word.

Rub out

This option highlights the last word on the list. You can highlight a different word using the arrow keys. Press RETURN to remove the highlighted word, or ESCAPE if you change your mind.

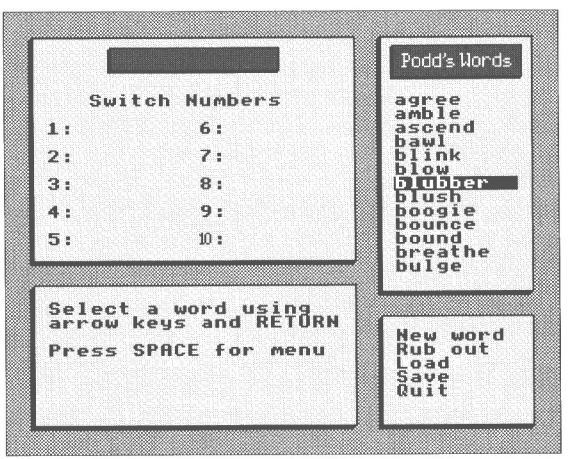
Load, Save and Quit

These options are the same as the Concept Keyboard Overlay Editor options.

The Switch Editor

You can assign a single action to each of up to ten switches and then use the switches in the same way as you use a Concept Keyboard overlay.

The screen for editing switches in this way is similar to the Overlay Editor.



As you can see there are still four areas. Where the Concept Keyboard picture would be there is a list of ten switches and the menu is shorter as there is no need for a 'See words' option.

When you select a word, it is printed in the blue box as before, and you simply press a switch to assign the word to that switch.

New word and Rub out work very much as before, except that you press a switch instead of pressing the Concept Keyboard.

Load, Save and Quit work as before.

You can use up to ten switches with Podd. Eight of these, numbered 1 to 8 are connected to the 'User Port' underneath the computer, usually via a 'buffer' or 'switch' box. Two more switches are plugged into the 'Analogue Port' at the back of the computer.

These are switches 9 and 10. You can use the 'fire' buttons on joysticks in this socket instead of special switches.

Activities

Many of the activities using Podd from the keyboard or with the Concept Keyboard can be adapted to be used with switches. The additional feature that switches offer is scanning. Children are set the task of finding a particular action, scan through the choices available and press the switch when the appropriate word appears. Two such activities appear below.

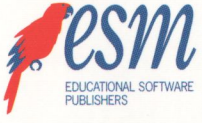
Find the word

Children select an action using the switch. After watching Podd carry out the action, they find an appropriate word card to describe it.

At first the words can be very different – words starting with different letters and so on. As the children's skill develops, the differences between the words can be slighter.

Make Podd move

Children are given a word card, and asked to find that word on the computer screen. They scan through the list until the word appears and then press the switch to check that the action they expected appears. As before, the alternatives can be very different to start with, but can gradually require a greater degree of discrimination.



© ASK 1984, © Living & Learning (Cambridge) Ltd 1988.
This edition published by ESM 1991.
ESM, Duke Street, Wisbech, Cambridgeshire, PE13 2AE